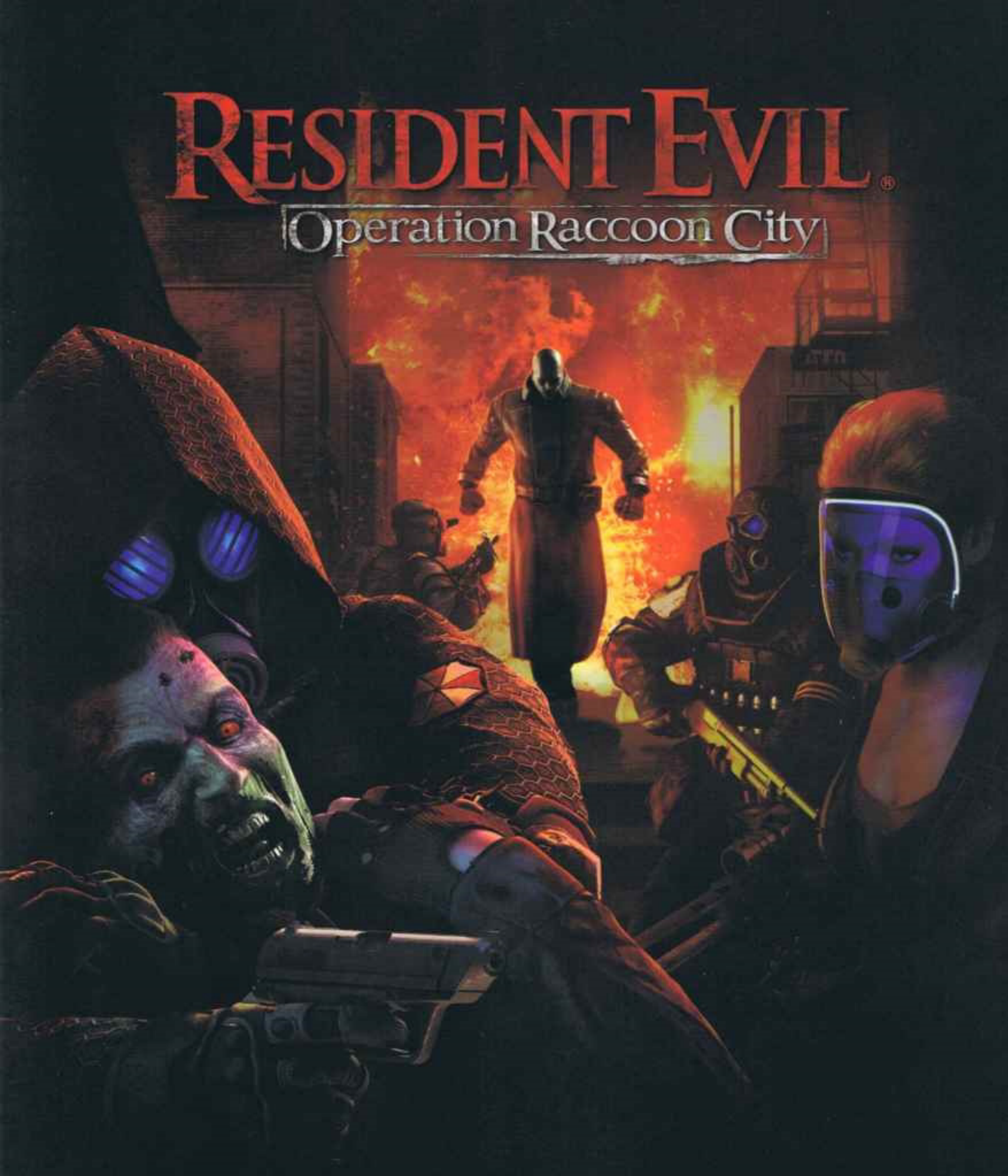
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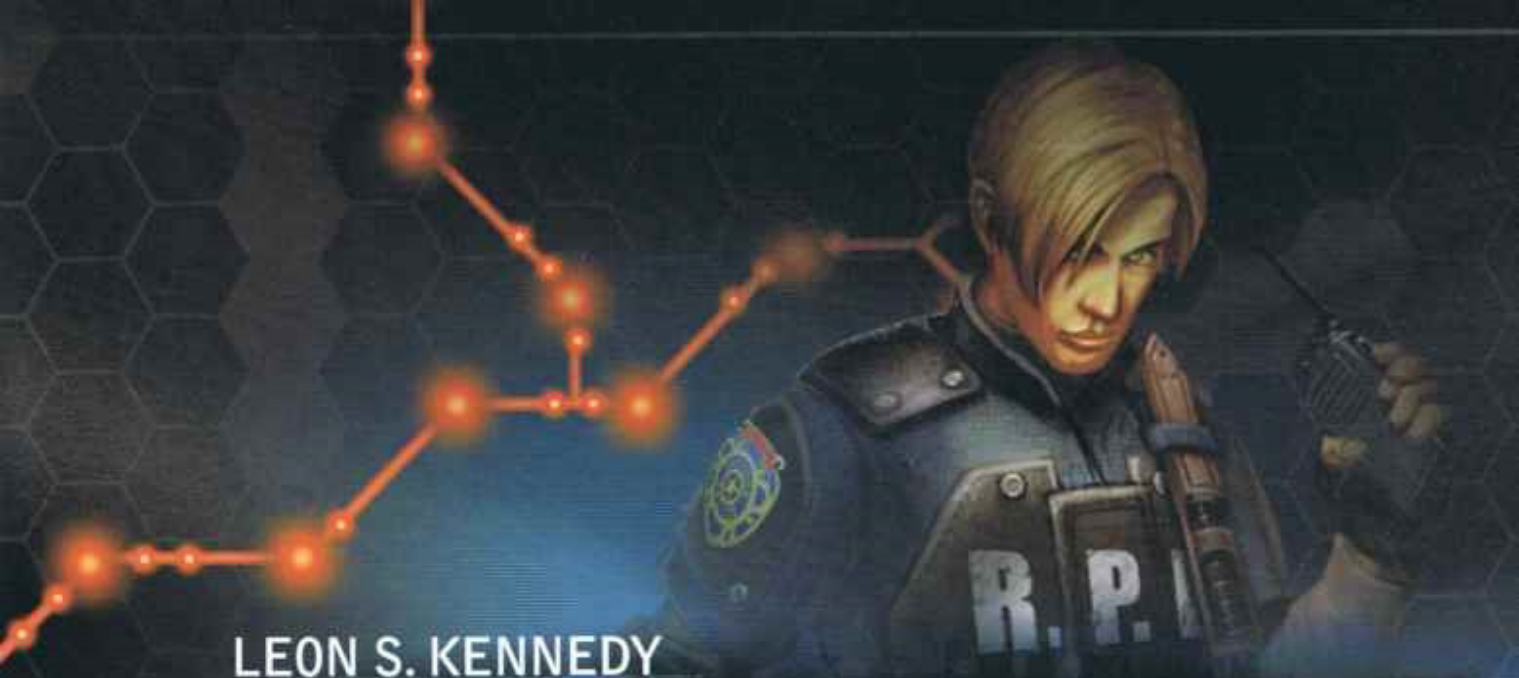


LEON S. KENNEDY

TEAM: Heroes – Spec Ops

ABILITIES: Body Armor, Proximity Detection, Incendiary Rounds, Super Soldier, Threat Scanner

UNIQUE BRUTAL KILL: (Assault) Power punch knocks down all foes directly ahead.

Leon S. Kennedy is a rookie cop who holds justice and his responsibilities as a police officer in high regard. Although he's just a tenderfoot, he compensates for his inexperience with his bravery and keen survival instincts.

CARLOS OLIVEIRA

TEAM: Heroes – Spec Ops

ABILITIES: Quick Reload, Blast Armor, Guns A' Blazin', Fragmentation Mine, Timed Sticky Explosive

UNIQUE BRUTAL KILL: (Demolition) Plants a Frag Grenade in the enemy's mouth and kicks them away.

Unaware of Umbrella's shadier motivations, Carlos Oliveira joined the U.B.C.S. Delta A Team after his resistance movement in South America was squashed by government forces. He's a kind, jocular mercenary with expertise in weapons and large vehicles.

CLAIRE REDFIELD

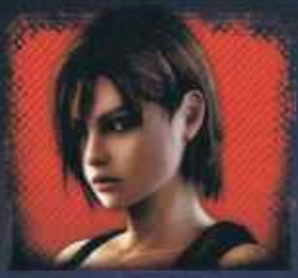
TEAM: Heroes – Spec Ops

ABILITIES: First Aid Proficiency, Antiviral Proficiency, Attraction Pheromone, Stimpack, Painkiller

UNIQUE BRUTAL KILL: (Medic) Stabbing move causes a Green Herb to appear.

The sister of S.T.A.R.S. member Chris Redfield, Claire learned her exceptional survival skills from her brother. Adept at guns, knives, lock picks and motorcycles, she's a strong, active college student.

JILL VALENTINE



TEAM: Heroes – Spec Ops

ABILITIES: Blast Master, Stealth Run, Motion Detector, Timed Sticky Explosive, Laser Trip Mine

UNIQUE BRUTAL KILL: (Demolition) Plant a Frag Grenade in enemy's mouth and kick it away (without item usage).

One of the few S.T.A.R.S. members to survive the mansion incident, Jill Valentine has seen and survived some things no person should face. Serious, straightforward and handy with a lock pick, Jill is a skilled soldier who's determined to see Umbrella brought to justice.

HUNK

TEAM: Heroes – U.S.S.

ABILITIES: Stealth Run, Proximity Detection, Active Camouflage, Biothermal Vision, Sonar Vision

UNIQUE BRUTAL KILL: (Recon) Lethal throat slash, no special abilities.

Trained on Rockfort Island and known only as HUNK, "Mr. Death" or "Grim Reaper HUNK," little else is known about him, including his real name. HUNK's often the only survivor of multiple dangerous missions for Umbrella, which has earned him the respect of Umbrella and ire of Nicholai Ginovaef.

LONE WOLF

TEAM: Heroes – U.S.S.

ABILITIES: Body Armor, Antiviral Proficiency, Induce Infection, Attraction Pheromone, Guns A' Blazin'

UNIQUE BRUTAL KILL: (Assault) Power kick that knocks down all enemies directly ahead.

Also known as "Nighthawk," Lone Wolf is the helicopter pilot for the U.S.S. Alpha Team.

NICHOLAI GINOVAEF

TEAM: Heroes – U.S.S.

ABILITIES: Blast Armor, Blast Master, Fragmentation Mine, Laser Trip Mine, Attraction Pheromone

UNIQUE BRUTAL KILL: (Demolition) Plant Frag Grenade in enemy's mouth and kick them away (without item usage).

Under the guise as Commander of UBCS Delta Platoon B Team, Nicholai Ginovaef is secretly collecting data on the Zombies, B.O.W.s and other creatures infesting Raccoon City. He's an excellent soldier, but many question how he's often the only survivor of his missions.

ADA WONG

TEAM: Heroes – U.S.S.

ABILITIES: Quick Reload, First Aid Proficiency, Incendiary Rounds, Neutralize Infection, Painkiller

UNIQUE BRUTAL KILL: (Medic) Stabbing move causes a Green Herb to appear.

Ada Wong is a cold agent who doesn't bat an eye in even the most terrible situations. She's an extraordinary marksman who's strong, agile and a complete mystery to everyone around her.

DEE-AY

TEAM: Spec Ops

CLASS: Assault

Crispin 'Dee-Ay' Jettingham has been a soldier for as long as he can remember. He was the government's top choice to be the leader of the Echo Six team. Always calm and collected, he is a true soldier and is highly skilled and efficient with his weaponry and his orders.

HARLEY

TEAM: Spec Ops

CLASS: Medic

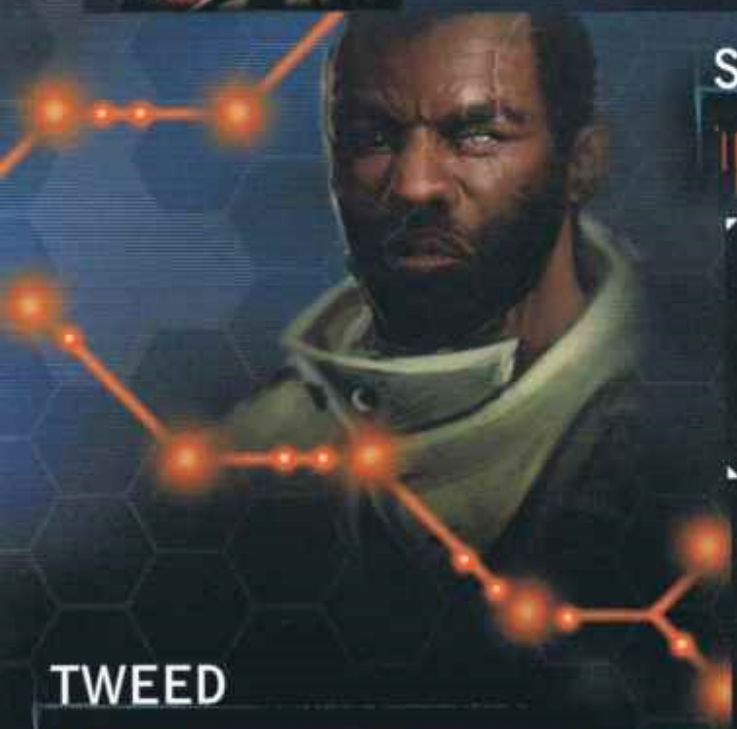
A foul-mouthed ex-biker, Erez 'Harley' Morris joined the service to avoid going to jail. Excelling in medicine during Operation Desert Storm, Harley unexpectedly became one of the best medics in the field. Always putting others' lives before his, he will always do his best to make sure no man is left behind.

PARTY GIRL

TEAM: Spec Ops

CLASS: Surveillance

Sienna 'Party Girl' Fowler got her reputation throwing wild parties in her youth for businessmen and officials. Little did they know that every party she threw was also recorded with hidden equipment, which would be sold to the highest bidder. The government hired her after she managed to dupe their top surveillance expert at one of her parties.



SHONA

TEAM: Spec Ops

CLASS: Field Scientist

Exposed to death at a young age, Lawrence 'Shona' Kimbala began treating diseases in his home country of Zimbabwe. After his father's death, he attended Harvard Medical School where he realized he had a skill for controlling viruses instead of curing them. He joined the Army's special weapons program as their foremost expert in virology.

TWEED

TEAM: Spec Ops

CLASS: Demolition

Marissa 'Tweed' Ronson has a quick tongue and a ready fuse. Originally working for the British Secret Service, she disappeared after a bomb removal operation left her scarred. Hand-picked by the government, Tweed became part of Echo Six because of her unparalleled expertise in demolitions.

WILLOW

TEAM: Spec Ops

CLASS: Recon

Caroline 'Willow' Floyd developed her skill for speed and elusion growing up alone on a reservation in Montana. She joined the Army straight out of school, excelling as part of the Special Forces. Never satisfied with herself, Willow continues to hone her skills each and every day.

BELTWAY

TEAM: U.S.S.

CLASS: Demolition

Hector 'Beltway' Hivers is an elite demolition expert who was discharged from the Army Corps of Engineers. Not much is known about the incident other than the addition of Beltway's prosthetic leg. His dedication to his craft is beyond question, while his joy for blowing things up is always visible.

BERTHA

TEAM: U.S.S.

CLASS: Medic

Michaela 'BERTHA' Schneider finds pleasure in pain. After an unsuccessful return to civilian life, this disciplined former soldier with a devotion to medicine eagerly joined Wolfpack as their medic when she was assured anesthetic would be considered a luxury and not a priority.

FOUR EYES

TEAM: U.S.S.

CLASS: Field Scientist

Developing an unhealthy obsession with science at a young age, Christine 'Four Eyes' Yamata specializes in virology. She is so deeply focused on her work that she has little interest in anything else, including the feelings, or lives, of other human beings. Studious and detailed, she always wants to know more about a given situation.

LUPO

TEAM: U.S.S.

CLASS: Assault

A former French Special Forces Op, Karena 'Lupo' LesProux specializes in weaponry. Lured by money, Lupo joined Umbrella and leads Wolfpack. Her knowledge in the field makes her highly trusted by her team. She looks out for them, like a wolf looks out for her cubs, which is why the team members affectionately call her 'Wolf Mother.'

SPECTRE

TEAM: U.S.S.

CLASS: Surveillance

A veteran of the Cold War, former spy Vladimir 'Spectre' Bodrovski was moved from Umbrella's European wing for unknown reasons. The premier surveillance expert of the U.S.S., he was transferred to Wolfpack when the upper echelon of Umbrella management realized his skills could greatly benefit them.

VECTOR

TEAM: U.S.S.

CLASS: Recon

Vector's file remains largely confidential, his true identity hidden. Training at Rockfort Island, he developed his lethal martial arts abilities and elite skill for reconnaissance. As a covert operative, his achievements in the field are only matched by his former master, HUNK.

Hostiles

When playing Versus Mode, your biggest worry is the other players. However, Raccoon City is teeming with hordes of infected monsters and the walking undead. Learning to identify and eliminate the various enemies is the key to success as a mercenary, for either side. This chapter aims to provide you with descriptions and basic tactics for all enemies.

Hunter

Hunters are fast-moving combat B.O.W.s genetically engineered to hunt down and eliminate living beings, regardless of affiliation. This makes them the perfect weapon to launch against either side, Spec Ops or U.S.S. They can leap from one level to the next with fantastic ease. Hunters tend to target the most aggressive combatants on the field, meaning whoever is shooting the most or the loudest. To avoid being targeted, move away from a Hunter and stop firing momentarily, until it turns its attention elsewhere. Hunters run some distance away and then charge toward their target. When within range, they leap and knock their target to the ground with a powerful swipe. Hunters perform other claw swipe variations, and also emit a powerful screech capable of knocking surrounding people to the ground. The thick layers of scales on their backs make Hunters virtually invulnerable to attacks from behind. Therefore, shoot them from the side or the front. Hunters are particularly weak against flames, so throw Incendiary Grenades or use Flamethrowers against them for faster results.

Licker

Lickers are disgusting Bio-Organic Weapons developed by Umbrella to silently stalk and pounce upon their prey. They appear to be skinless, when in fact they are covered by a thin, translucent layer of tissue. The Licker is named for its sharp, elongated tongue, which it is capable of extending long distances in order to impale and hold prey. Capable of crawling on walls and ceilings, Lickers prefer to strike silently from above, maintaining the element of surprise. Blast Lickers off of floors and ceilings by targeting their exposed brains, which knocks them unconscious momentarily. While Lickers are on the ground, approach and Melee them to kick them unconscious again, then shoot them repeatedly until they recover. Kick them and shoot them repeatedly in the brain until dead. If impaled by a Licker's tongue, rotate the Left Stick rapidly to break free. If an ally is impaled by a Licker's tongue, approach the tissue and Melee it to cut your ally free.

Parasite

These bio-engineered monsters are extremely weak by themselves. When a parasite is crawling across the ground, you may shoot em and just a few times will kill it. If a parasite approaches you and attacks (by leaping up and down repeatedly), press and hold the Action button to stomp the life out of it. You must exercise the proper timing, however, to hit the parasite while it is on the ground. If a parasite manages to attach itself to a Zombie host, it makes the Zombie much stronger and faster than usual. Try to eliminate parasites before they reach an available host body, or shoot the potential host before the parasite reaches it.

Spec Ops

Dispatched by the US government to rescue civilians and prevent Umbrella from covering its tracks in Raccoon City, Spec Ops are highly trained soldiers who set up ambushes and coordinate complex squad attacks. They arm themselves with all varieties of weaponry, including sniper rifles and occasionally grenade launchers. When Spec Ops are sighted, the best strategy is to first find cover and then return fire on them. Blind firing is effective against close range soldiers, and aimed firing is required for soldiers far away. Use grenades against clusters of Spec Ops, or to drive them out of cover positions and into the open. Since most Spec Ops wear heavy body armor, it is recommended to shoot them in the head. Shooting a Spec Ops soldier in the limbs is also effective since there is a chance of causing them to bleed, which will attract the attention of all supernatural predators in the area.

Tyrant

Though Tyrants are boss enemies, they appear so frequently in both Campaign and Versus Modes that they should be handled herein, like a normal enemy. Tyrants are genetically engineered super soldiers dispatched to take out the enemies of Umbrella. However, if something is wrong with their programming (or if ordered to attack the U.S.S.) then Tyrants may also attack Umbrella personnel. Tyrants tend to target whomever is shooting them the most. So stop shooting if you want to avoid being targeted or if you want to try to change the Tyrant's targeting. The Tyrant's only weak spot is its head, so shoot it there repeatedly until dead. They typically approach targets slowly, sometimes covering their head with their arm to reduce damage from gunfire. However, Tyrants are also capable of breaking into a charge attack. Tyrants usually employ punching or ground-pound attacks capable of knocking a person down. They may also seize a person by the head, lift him off the ground, and squeeze his brains out. If seized by a Tyrant in such a manner, your character will draw your side arm. Move the targeting laser to the Tyrant's face and shoot repeatedly until it lets you go. If an ally is seized by the head, move to the side and shoot the Tyrant in the head repeatedly to make it drop the person.

U.B.C.S.

The Umbrella Biohazard Countermeasure Service is a Special Forces security detail created by Umbrella to protect high-value employees and scientists, and to extract personnel and civilians from dangerous situations caused by contaminant leaks. The unit is comprised almost entirely of convicted war criminals and mercenaries, mainly from third world countries, who chose to join the U.B.C.S. rather than be sentenced or face court-martial. They are not as well trained or tactically innovative as Spec Ops, but they tend to use cover well, and even blind fire. The best tactic is to seek cover and fire on them from a safe position. U.B.C.S. mercs are poorly equipped and rarely use grenades, and should provide highly trained combatants little resistance.

Zombie

Zombies are the reanimated corpses of infected victims of Raccoon City's viral outbreak. Their cognitive abilities reduced to only the most basic and instinctive, they actively seek to kill and feed on the living. Because Zombies are comprised of a broad range of civilians, police officers and soldiers, they can be difficult to put down, to varying degrees. But with all Zombies, the most efficient method of elimination is to shoot them in the head. All Zombies are capable of infecting the living with the T-Virus, requiring the use of Antiviral Spray or the skills of a Medic to cure. An infected person whose health is reduced to zero becomes a Zombie, attacking teammates at random until killed.

NORMAL ZOMBIES

Most Zombies were ordinary citizens when alive, with no combat training or survival skills. As such they move slowly, approaching prey with a hungry curiosity. At medium range, Zombies may spew a bile that is harmless except that it is partially blinding for several seconds. When in close range, Zombies may claw swipe at living targets or seize them by the arms. In the latter case, rotate the Left Stick rapidly to break free. Most Zombies can be taken down quickly with headshots, Melee attacks and Brutal Kills, and explosives. Zombies only become truly dangerous in numbers, seeking to surround and attack prey from all sides. Retreat out of clusters whenever necessary.

CRIMSON HEAD ZOMBIES

Zombies in the advanced stages of infection may transform, momentarily swirling with red energy that turns the skin a dark red and the eyes bright white. Nicknamed "crimson head" Zombies, these berserkers sprint after prey at full speed and attack with great ferocity. With greater endurance, they are harder to take down than normal Zombies. When you spot crimson heads charging, prepare to switch to Melee combat and initiate a Brutal Kill as soon as possible.

ARMORED ZOMBIES

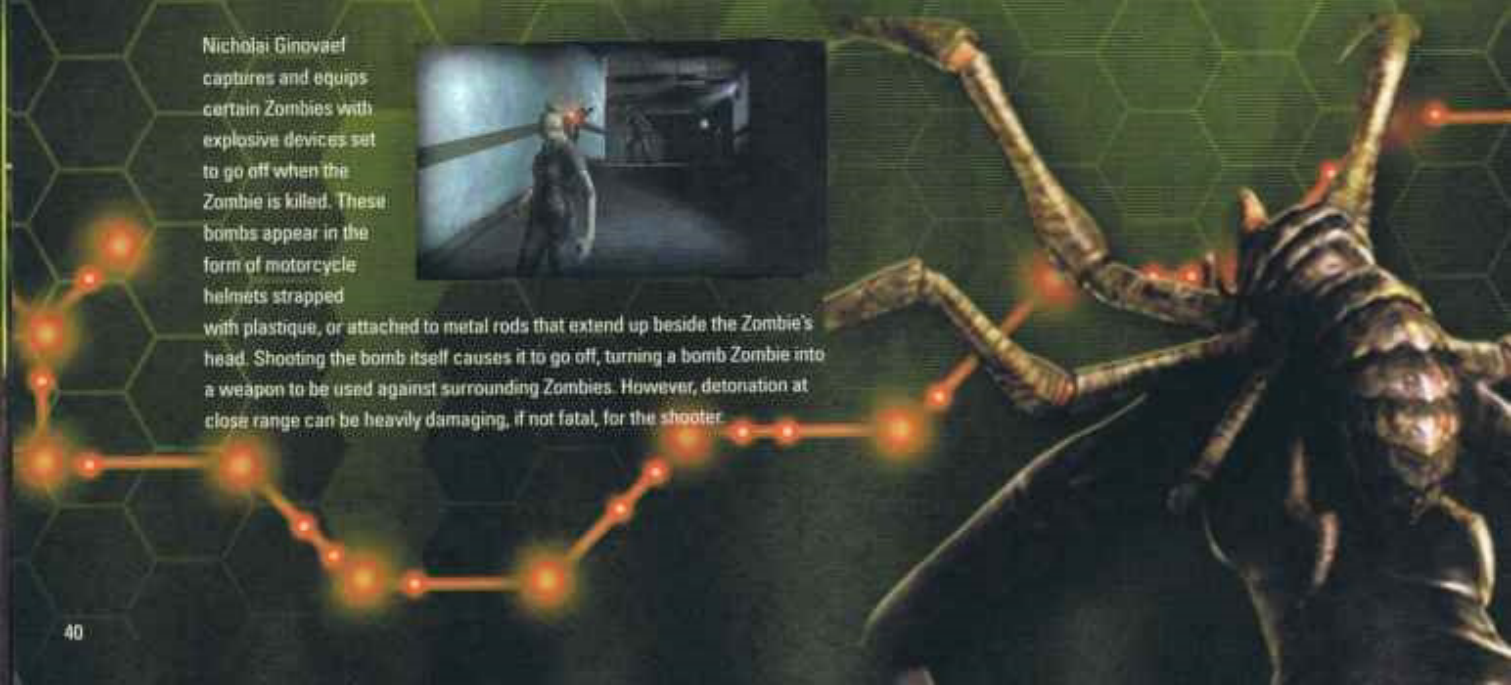
Former police officers and soldiers turned into Zombies may still wear Kevlar body armor, which reduces damage by gunfire. When a Zombie wears a heavy armor vest, aim for the head to take it down more quickly.

PARASITE ZOMBIES

Zombies that have become hosts to Umbrella's bio-engineered parasites run at faster speeds and attack with greater ferocity. They can also sustain greater damage before the host body dies, freeing the parasite to attack or inhabit another nearby host. The parasite itself, however, remains a fairly weak creature. Therefore shoot or Melee the parasite Zombie from behind, targeting the parasite itself, to eliminate these enemies more quickly.

BOMB ZOMBIES

Nicholai Ginovaef captures and equips certain Zombies with explosive devices set to go off when the Zombie is killed. These bombs appear in the form of motorcycle helmets strapped with plastique, or attached to metal rods that extend up beside the Zombie's head. Shooting the bomb itself causes it to go off, turning a bomb Zombie into a weapon to be used against surrounding Zombies. However, detonation at close range can be heavily damaging, if not fatal, for the shooter.



Zombie Dog

Zombie dogs are infected canines that attack the living in search of fresh meat. Their standard attack involves charging at human targets, tackling them to the ground, and mangling them to death. Try to shoot a Zombie dog to death before it reaches jumping range. Stronger weaponry will aid in this, as will backing up while shooting. If a Zombie Dog tackles you to the ground, rotate the Left Stick rapidly to break free, snapping the dog's neck in the process. If an ally is tackled to the ground, approach the struggling pair and perform a Melee attack to kick the dog away, killing it.